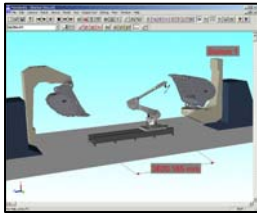


MOTOMAN NEWS RELEASE

FOR IMMEDIATE RELEASE
SEPTEMBER 2005

Contact: Sally Fairchild
937.847.3202

NEW!! MOTOSIM® EG THE INDUSTRY'S FIRST ROBOTIC SIMULATION PACKAGE GIVES YOU THE EdGe



Dayton, Ohio — MotoSim EG (Motoman Simulation System with Enhanced Graphics) is the next generation of Motoman's comprehensive PC-based robotic system simulation package and provides a host of new, enhanced features. MotoSim EG allows users to optimize robot placement, minimize fixturing errors, and reduce robot installation time. As in previous MotoSim releases, MotoSim EG features the same easy-to-use INFORM language instructions as the robot controller to minimize the effort required to perform off-line programming.

MotoSim EG combines all the functionality customers expect from previous MotoSim products with the power of the HOOPS® 3D graphics engine. With the addition of HOOPS 3D, MotoSim EG now uses the same core graphics engine as many of the leading CAD and CAD/CAM products and allows users to import many common CAD file formats without additional translation and/or conversion tools.

Use of the industry-leading 3D graphics engine also allows MotoSim EG users to add markups/comments to the robot simulation and use standard CAD interface tools to accurately measure distances between components in the simulation. The ability to create permanent measurement lines minimizes time required to complete the system layout process.

MotoSim EG reduces time required to perform off-line programming to allow users to maximize uptime of their production equipment. MotoSim EG allows customers to create robot programs for new parts and modify existing robot programs to optimize efficiency and minimize cycle time -- without interrupting production schedules.

Virtual testing . . . MotoSim EG's industry-leading cycle time accuracy allows new robot programs to be tested in the PC environment instead of in the production robot system, reducing down time. Using the same path planning function as the robot controller, MotoSim EG displays the actual robot path and the velocity of each axis to allow the user to simplify robot programming and optimize robot performance.

MotoSim EG can be used to create process angles, allowing the user to create programs that maintain the robot's tool orientation in relation to an uneven surface, such as a sharply angled part, or gradually changing shapes, such as propellers or motorcycle gas tanks.

As with earlier versions of MotoSim, MotoSim EG includes advanced **off-line programming** features. Robot paths, speeds and other program data -- such as tool center points, user frames, and I/O monitors -- can be defined on the PC. The user can modify program data to optimize the robot program and then download it directly to the robot controller. To further enhance accuracy of off-line programming, Motoman's MotoCal™ robot cell calibration software can be used to identify as-built differences between the actual robot system and the simulated system, and then filter the programs created in MotoSim EG to minimize, if not eliminate, the need for any manual touch-up.

MotoSim EG is available in **three different packages**: MotoSim EG Viewer, MotoSim EG Lite, and MotoSim EG Full -- to meet specific simulation needs.

- 1. MotoSim EG Viewer:** This software is provided without charge and allows users to view and play back robot system simulations. The Viewer software is built upon the same cutting-edge technology used by the MotoSim EG and MotoSim EG Lite packages. It allows users to share simulations with customers or coworkers.
- 2. MotoSim EG Lite:** Includes only the features in the MotoSim EG software that are required to provide cycle calculations, collision detection and reach analysis. The Lite version does not include the ability to generate new system layouts.
- 3. MotoSim EG:** MotoSim EG provides a comprehensive set of tools required to create new system layouts, import CAD files (INOVATE™, a conceptual design and collaboration tool for the 2D or 3D designer), simulate, and off-line program (Floppy Disk Emulator).

All MotoSim EG packages are compatible with Motoman XRC, MRC and ERC robot controllers.

For more information on Motoman products and services, visit our corporate website at www.motoman.com, call 937.847.6200, or write to Motoman Inc., 805 Liberty Lane, West Carrollton, Ohio, USA 45449.

###

HOOPS® is a registered trademark of Spatial Systems, Inc.